Supplemental Application Form Incinerators

Applicant Name: (As indicated on the <i>Permit Application Tr</i>	ansmittal Form)		
Please complete a separate form for each in (You may reproduce this form as necessary.		App. N	DEP USE ONLY
Unit No.:		EPE No	o.:
Is this unit subject to Title 40 CFR Part 60), NSPS?	□ No	
If yes, indicate the subpart(s):			
ls this unit subject to Title 40 CFR Part 63	B, MACT?	□ No	
If yes, indicate the subpart(s):			
Section I: General			
1. Manufacturer's Name:			
2. Model No.:	Serial No.:		
3. Construction Date: / /			
4. Rated Capacity:	pounds per hour or		tons per hour
5. Type: 🗌 Single Chamber 🔲 N	Multiple Chamber 🔲 Oth	ner (specify):	
6. Maximum Quantity of Waste Burne	ed:		
tons per year	tons per day	y	pounds per hour
7. Maximum Operating Schedule:			
hours per day	hours per year		
8. Gas Flow Rate:	scfm		
9. Combustion Temperature: Prir	mary °F	Secondary	°F
10. Residence Time: Prin	mary seconds	Secondary	seconds
11. Overall Destruction Efficiency:	%		
Section II: Waste Content			
1. Type of Waste Burned	Heat Content	P	Percent by Weight
Paper			
Cardboard			
Wood			

(Continued on next page)

1 of 2

Plastic (Indicate chemical composition)
Rubber (Indicate chemical composition)

Section II: Waste Content (continued)

1. Type of Waste Burned	Heat C	ontent	Percent	cent by Weight	
Garbage					
Biomedical Waste					
Gaseous, Liquid, or Semi-solid Wastes					
Incombustibles					
Municipal Sludge					
Human and/or Animal Remains					
Other (Indicate type)					
2. Waste Material Ultimate Analysis (Dr	y Basis):				
% Nitrogen	% Sulfur	% Hydro	ogen	% Carbon	
% Oxygen	% Ash	% Fluor	ine	% Chlorine	
% Other (specify type):					

Section III: Auxiliary Burners

1. Auxiliai	ry Burners:						
Heat Rating (1a)	Primary or Secondary (1b)	Fuel Type (1c)	% Sulfur (1d)	% Ash (1e)	% Nitrogen (1f)	Hourly Usage (1g)	Annual Usage (1h)

Section IV: Landfill Flares

1.	Gas Flow Rate:		scfm
2.	Flare Design:	☐ Open	☐ Enclosed
3.	Combustion Temperatu	ıre:	°F
4.	Residence Time:		seconds
5.	Flare Exit Height:		feet
6.	Distance to Property Li	ne:	feet
7.	Destruction Efficiency:		%